DUCK SHOOT

MASTERTRONIC

DUCK SHOOT

Commodore 64

LOADING INSTRUCTIONS

To load press SHIFT and RUN/STOP

199
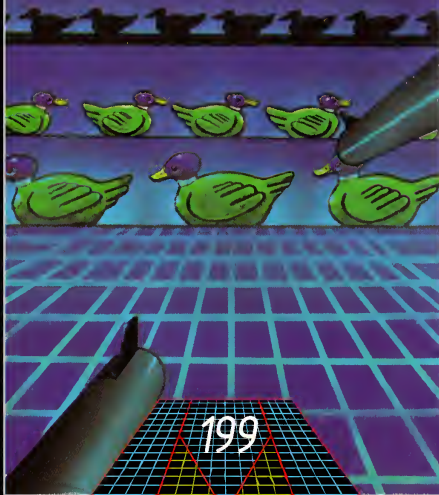
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DUCK SHOOT
The Aim of the Game

CONTROLS: KEYBOARD OR JOYSTICK IN EITHER PORT;
SPACE BAR = FIRE; CTRL = LEFT; '2' = RIGHT.

Object of game is to shoot all the targets in the shootin gallery, before the time runs out. If this happens your gun is immobilised and the conveyer belts are set at full speed. If you also lose all your bullets the game will end.

The normally doodle ducks randomly fly down and attempt to eat your your bullets, unless you shoot them first.

To finish any screen you must shoot at the eight spinning plates at the top. Another hazard is the fast flying duck which moves quickly accross the top of the screen. If he succeds without being shot all the plates are restored.

If you hit the letters B O N U S in the correct order you are given a bonus. Also points are awarded for unused bullets at the end of each level.

Between levels you have the choice to shoot larger animals. Each hit 'turns the animal around' and increases it speed. Once off the screen it does not return.

Scores:

Top Row	6 points
Middle Row	4 points
Bottom Row	2 points
Plates	10 points
1st Flying Duck	10 points

Bonuses:

B O N U S is the correct order - value of timer awarded when 'S' is hit. Value of timer also awarded when screen is cleared: 10-40 points for each bullet left at end of the screen; 25-100 points for each large animal hit. If you get one of these 6 high Scores, use controls to move L-R through the alphabet to choose letter, press fire to enter letter.
The game is over when you run out of the bullets or the timer decreases to zero.